

CLAIMS

The invention is hereby claimed as follows:

- 5 1. A gaming device having a game comprising:
 a group of displayed choices;
 a point regeneration amount for a first set of selected choices;
 and
 a processor which: (a) enables a player to select said first set of
10 said selected choices, determines a number of points associated with
 each selected choice, and accumulates the points associated with said
 first set of selected choices; (b) determines whether the accumulated
 points associated with said first set of selected choices achieves the
15 point regeneration amount for the first set of selected choices; (c) if the
 accumulated points for the first set of selected choices achieves the
 point regeneration amount for the first set of selected choices, enables
 the player to select a second set of selected choices, determines a
 number of points associated with each selected choice of the second
20 set, and accumulates the points associated with said second set of
 selected choices; and (d) provides the player an award based on a
 total accumulated points from the first set of selected choices and the
 second set of selected choices, if any.

2. The gaming device of Claim 1, which includes a point regeneration amount for the second set of selected choices, and a third set of selected choices if the accumulated points for the second set achieves the point regeneration amount for the second set.

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3. The gaming device of Claim 1, which includes a third set of selected choices if the accumulated points for the second set achieves the point regeneration amount for the first set.

10 4. The gaming device of Claim 1, wherein the award is a number of credits equal to the accumulated points generated from first set of selected choices and the second set of selected choices, if any.

15 5. The gaming device of Claim 1, wherein the point regeneration amount for the first set of selected choices is the point regeneration amount for a plurality of sets of selected choices, wherein each of the plurality of sets of selected choices is sequentially provided until accumulated points for one of the sets of selected choices does not achieve said point regeneration amount.

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6. The gaming device of Claim 5, wherein the award is based on points generated for each of the sets of selected choices.

7. The gaming device of Claim 5, which includes an additional award for achieving the point regeneration amount for each of the sets of selected choices.

5 8. The gaming device of Claim 5, wherein each set of selected choices has the same number of selected choices.

9. The gaming device of Claim 1, wherein the number of points associated with the selected choices from one of the sets of selected
10 choices is obtained from one of a plurality of point pools.

10. The gaming device of Claim 9, wherein each point pool is associated with a percent range, the range determined by a total of the accumulated points divided by a predefined goal amount.

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11. The gaming device of Claim 10, which includes an additional award provided if the total of the accumulated points achieves the predefined goal amount.

20 12. The gaming device of Claim 10, which includes a repeat of the game if the total of the accumulated points achieve the predefined goal amount.

13. The gaming device of Claim 12, wherein the repeated game includes larger awards and wherein the regeneration amounts are more difficult to achieve.

5 14. The gaming device of Claim 1, wherein at least one of the displayed choices is a consolation choice and an associated consolation award opportunity is provided to the player upon the pick of said consolation choice.

10 15. The gaming device of Claim 1, which includes a plurality of sets of selected choices and of plurality of stages, wherein at least one of the sets of selected choices occurs each stage, and wherein an additional award is provided for advancing through each stage.

15 16. The gaming device of Claim 15, wherein advancement in one of the later stages is less likely than an advancement in one of the earlier stages.

20 17. The gaming device of Claim 15, wherein the award is based on the points accumulated in the stages.

18. The gaming device of Claim 15, which includes a separate award provided to a player for advancing through one of the stages.

19. The gaming device of Claim 15, which includes a separate award provided to a player for advancing through a predefined number of the stages.

5 20. The gaming device of Claim 1, wherein the number of points is a positive number, negative number or zero.

21. A gaming device having a game comprising:

a group of displayed choices;

10 a number of points associated with each choice;

a point regeneration amount for a first set of selected choices;

and

a processor which: (a) enables a player to select said first set of said selected choices and accumulates the points associated with said first set of selected choices; (b) determines whether the accumulated points associated with said first set of selected choices achieves the point regeneration amount for the first set of selected choices; (c) if the accumulated points for the first set of selected choices achieves the point regeneration amount for the first set of selected choices, enables
15 the player to select a second set of selected choices and accumulates the points associated with said second set of selected choices; and (d) provides the player an award based on a total accumulated points from
20 the first set of selected choices and the second sets of choices, if any.

22. A gaming device having a game comprising:

a display device;

a processor that communicates with the display device;

a plurality of choices displayed by the display device;

5 a number of points associated with each choice;

means that communicates with the processor for selecting a number of the choices;

an accumulated point total associated with said selected choices;

10 a goal amount of points; and

a first award that is based on the accumulated point total and a second award that is based on whether the player achieves the goal amount of points.

15 23. The gaming device of Claim 22, wherein the first award equals the accumulated point total.

20 24. The gaming device of Claim 22, which includes a plurality of sets of choices and a regeneration amount of points, wherein the player advances to another set of picks if the player accumulates the regeneration amount of points within the number of picks.

25 25. The gaming device of Claim 22, wherein one of the choices yields a consolation award upon a selection of said choice.

26. The gaming device of Claim 22, wherein the second award, based on whether the player achieves the goal amount, is a repeat of the game.

5 27. A gaming device comprising:

a display device;

a processor that communicates with the display device;

a plurality of choices displayed by the display device;

a number of points associated with each choice;

10 a number of player selections from the choices;

an accumulated point total associated with said player selected choices;

an award provided to the player based on the accumulated point total; and

15 a regeneration amount of points, wherein the player obtains a new number of player selections from the choices if the player accumulates the regeneration amount of points within the number of player selections.

28. A method of operating a game of a gaming device, said method comprising the steps of:

- (a) displaying a plurality of choices to a player;
- (b) providing a set of picks from the choices to the player;
- 5 (c) enabling the player to pick one of said choices;
- (d) generating a number of points based upon the player's selected choice;
- (e) including the number of points in a regeneration total;
- (f) providing a new set of picks from the choices if said
10 regeneration total achieves a regeneration amount;
- (g) repeating steps (c) to (f) if the regeneration total does not achieve the regeneration amount and at least one of the provided picks remains; and
- 15 (h) providing the player an award based on the player's selected choices.

29. The method of Claim 28, which includes the step of ending the game if the regeneration total does not achieve the regeneration amount and the player has no remaining picks.

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30. The method of Claim 28, which includes providing at least one award to the player for obtaining one of the points.

31. The method of Claim 28, which includes providing a choice having a consolation award, wherein the selection of said choice yields the consolation award and terminates the game.

5 32. The method of Claim 31, wherein the consolation award choice is provided with certain sets of picks.

33. The method of Claim 31, wherein the consolation award choice is provided with each set of picks.

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34. A method of operating a game of a gaming device, said method comprising the steps of:

- (a) accumulating a player's total points from one or more selections;
- 15 (b) determining a percentage by dividing the player's total points by a goal amount;
- (c) assigning a point pool associated with the percentage to a set of player selections;
- (d) enabling said player to select a choice from a displayed group of choices; and
- 20 (e) using said point pool to generate a point value upon said player's selection of one of the choices from the group.

35. The method of Claim 34, wherein the value is positive, negative
25 or zero.

36. The method of Claim 34, including adding the value to a regeneration total and providing a new set of selections to the player if the regeneration total achieves a regeneration amount.

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37. The method of Claim 36, wherein achieving the regeneration amount is adapted to become increasingly difficult in subsequent sets of selections.

10 38. The method of Claim 36, which includes the step of returning to step (a) if said regeneration total does not achieve the regeneration amount and said player has remaining selections.

15 39. The method of Claim 36, which includes the step of ending the game if the regeneration total does not achieve the regeneration amount and said player has no remaining selections.

20 40. The method of Claim 34, which includes the step of providing a goal award to the player if the player's total points achieve the goal amount.

41. The method of Claim 34, which includes the step of providing an opportunity for a consolation award to said player if the player selects a consolation choice.

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42. The method of Claim 41, wherein the opportunity is weighted to yield an award in a percentage of consolation choice selections.

43. A method for operating a game of a gaming device, said method

5 comprising the steps of:

- (a) displaying a plurality of choices for a stage of said game;
- (b) providing a set of picks of said choices to a player for said stage;
- (c) enabling the player to select a choice;
- 10 (d) generating at least one point upon a player's selection of a choice;
- (e) including the at least one point in a regeneration total;
- (f) decreasing the player's remaining picks;
- (g) advancing to another stage if the regeneration total meets or exceeds a regeneration amount; and
- 15 (h) returning to step (c) if said regeneration total does not achieve the regeneration amount and the player has picks remaining in said set.

20 44. The method of Claim 43, which includes the step of ending the game if the regeneration total does not achieve the regeneration amount and the player has no picks remaining in the set.

45. The method of Claim 43, which includes the step of providing an additional award to the player if the regeneration total achieves the regeneration amount.

5 46. The method of Claim 43, which includes the step of replaying the game if the regeneration total achieves the regeneration amount.

47. The method of Claim 43, which includes the step of enabling the player to advance through a plurality of stages until the player does not
10 generate the regeneration amount in the set of picks.

48. The method of Claim 47, which includes the step of providing a goal award to the player if the player advances through a predetermined number of the stages.

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49. A gaming device comprising:

a first set of selections provided to a player;

a movement of an object displayed on a display device associated with each selection, said movement being positive, negative

5 or neutral;

a movement regeneration level for the object;

means for determining if one or more of the movements of the object associated with the player's selections achieves the movement regeneration level;

10 a second set of selections provided to the player if the one or more object movements achieves said movement regeneration level; and

an award provided to the player based on a total movement of the object.

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50. The gaming device of Claim 49, wherein the first set of selections yields movements from a first pool of movements and the second set of selections yields movements from a second pool of movements.